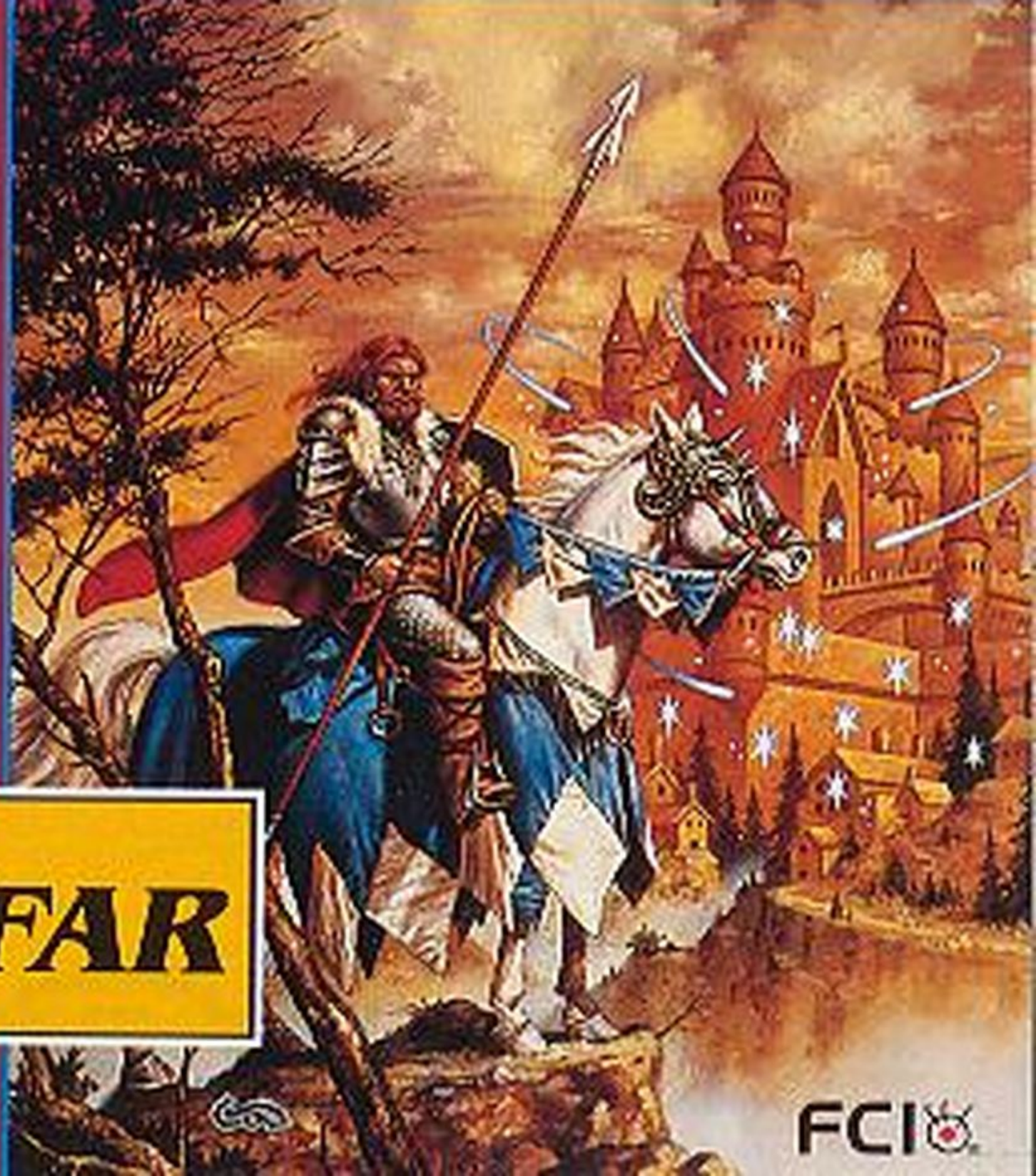
OFFICIAL
Advanced
Dungeons & Dragons
VIDEO GAME

HILLSFAR



NES-HF-USA

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Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

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Fujisankei Communications International, Inc.
150 East 52 Street, New York, NY 10022
Game Hotline (718) 963-0425
8am-7pm Central Standard Time

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Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.
4. **Warning: Do not use with front or rear projection TV**-Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

OFFICIAL
Advanced Dungeons & Dragons®
VIDEO GAME

Hillsfar is based on the FORGOTTEN REALMS® action adventures for ADVANCED DUNGEONS & DRAGONS® –the most popular table-top role-playing game in America.

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Challenge the Mysteries Surrounding Hillsfar

Once Hillsfar was the most open and prosperous city on the Moonsea. But now, the merchant-mage Maalthir — self-proclaimed First Lord of Hillsfar — rules the region with an iron fist. The Lord's dreaded Red Plume mercenary guards maintain law and order, stalking the city night and day, watching all.

Fortune and adventure can be yours as you challenge the mysteries and puzzles within the city walls. Test your abilities at horsemanship, lock picking, and arena combat. Only your wits and skills can carry you through the adventure successfully and on to glory.

A New Adventure with Each Character Class

Welcome to Hillsfar, the city of mystery and adventure. Represented by your character, you are camping just outside the city walls — ready to embark on a quest for fortune and fame. You know Hillsfar is under tight control, but that it's full of opportunities for any inquisitive adventurer.

Before setting out, you should know that you can choose to be one of four different characters in this game: Fighter, Magic-User, Thief, or Cleric. The game's story and action progress in different ways depending upon which character class you choose. So if you successfully complete the adventure once, three completely *new* challenges remain to be enjoyed.

Starting the Game

Insert the cartridge into your NES and switch the power on. Wait for the Hillsfar display to appear after the AD&D® logo. Then press the Start Button. The screen will show you camping outside of Hillsfar.

Two ways to create your character

Before starting your adventures, create a character to represent you in the game. You can do this in one of two ways. The fastest way is to load a saved character that already exists from the cartridge. Or you can create your own unique character by choosing from different options for race, class, gender, and more.

If you want to start play immediately, choose the first option. If you want to create your own unique character by choosing all attributes yourself, pick the second.

1. Using an Existing Character

Select "Sample Load" on the Camp menu using the ✚ key and then press Button A. The list of four classes appears on the screen. (For full descriptions, see page 6.)

Select the character class you want and then press Button A. When the camp scene appears, select "No." You'll now find your character on horseback, riding toward Hillsfar. For more information on horsemanship, see page 12, Controlling Your Horse.

2. Creating a New Character

This lets you decide your character's race, gender, class, alignment, name, and abilities. First select "Create Character" from the camp menu with the ✚ key. Then press Button A. The list of 6 races will appear on the screen.

Selecting Your Character's Race

Dwarf	This is a cunning race of sturdy workers and craftsmen. They can be fighters or thieves, or both.
Elf	As tall as humans, but slimmer, elves can be fighters, magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves. They also have a better chance of finding hidden objects than other races.
Gnome	Members of this race are shorter and slimmer than their cousins the dwarfs. They can be fighters, thieves, or fighter/thieves.
Half-Elf	These hybrids have many of the virtues of both humans and elves. Like elves, they can be more than one class at once.
Humans	Our own race can rise to maximum levels as fighters, magic-users, clerics, and thieves. Unlike other races, humans cannot be two classes at once.

Selecting Your Character's Class

Cleric	The cleric is a crusader who fights for the causes of his order with great zeal.
Fighter	The fighter is a warrior who is most comfortable in the thick of battle.
Magic-user	The robe-clad magic-user relies on magical powers rather than stamina and combat ability.
Thief	This dexterous rogue is skilled at opening locks with a set of picks — or even without any tools.

After you select your player's class, choices for alignment will appear on the screen. Alignment is the philosophy by which your character lives. Although alignment won't directly affect your character's actions, it can affect how Non-Playing Characters (NPC's) in the game view him or her.

Selecting Your Character's Alignment

Lawful Neutral	A character of this alignment values the rule of law and takes a neutral position toward good and bad.
Lawful Evil	A character of this alignment sees the strong ruling the weak as the natural order of things.
Neutral Good	A character of this alignment believes in freedom limited by certain rules.
True Neutral	A character of this alignment finds harmony in the balance of order and chaos, good and bad.
Neutral Evil	Questions of order and chaos are of little importance to a character of this alignment. He or she believes wickedness will eventually dominate the world.
Chaotic Neutral	An unruled world of chaos is the ideal for a character of this alignment. He or she has no interest in the fine distinctions of good or bad.
Chaotic Evil	A character of this alignment despises law and order and acts freely according to his or her own rules. He or she values the ends — not the means — in the pursuit of greater glory.

Name Your Character

After selecting an alignment, it's time to name your character. Use up to 12 letters by pushing the ✚ key to select and Button A to enter letters from the screen. Use Button B to make any corrections. Once you're happy with your character's name, select "End" and press Button A.

Ability scores for your character now appear on the screen. Nintendo automatically generates these random attributes. The higher the scores, the greater your character's abilities. If you're satisfied with the scores on the screen, select "Yes" and press Button A. If you'd like to try again, you can re-roll your character until you have the ability scores you desire.

After you've saved your character, return to the camp menu and choose the "Loading Character" option from the adventurer list. Select your character's name and press Button A. Up to 9 characters can be saved.

When the camp scene appears on the screen, select "No" and press Button A to start the game.

Character Attributes

WIS (Wisdom)	This is the measure of a character's ability to understand the ways of the world and interact with it. Wisdom is very important to clerics.
INT (Intelligence)	This is the measure of how well a character can learn and use knowledge. Intelligence is the most important measure of a magic-user's ability to cast spells.
STR (Strength)	This is the measure of how much damage a character can inflict in a fight. Strength is especially valuable for fighters.
DEX (Dexterity)	This is the measure of a character's manual dexterity and agility. Dexterity is a valuable attribute for thieves.
CON (Constitution)	This attribute has a major affect on how much damage a character can survive in a fight.
CHA (Charisma)	This is the measure of how well a character interacts with others.
EX (Experience)	As a character adventures and accumulates treasure, they gain experience points. Experience points gained beyond certain values will increase a character's level.

continued

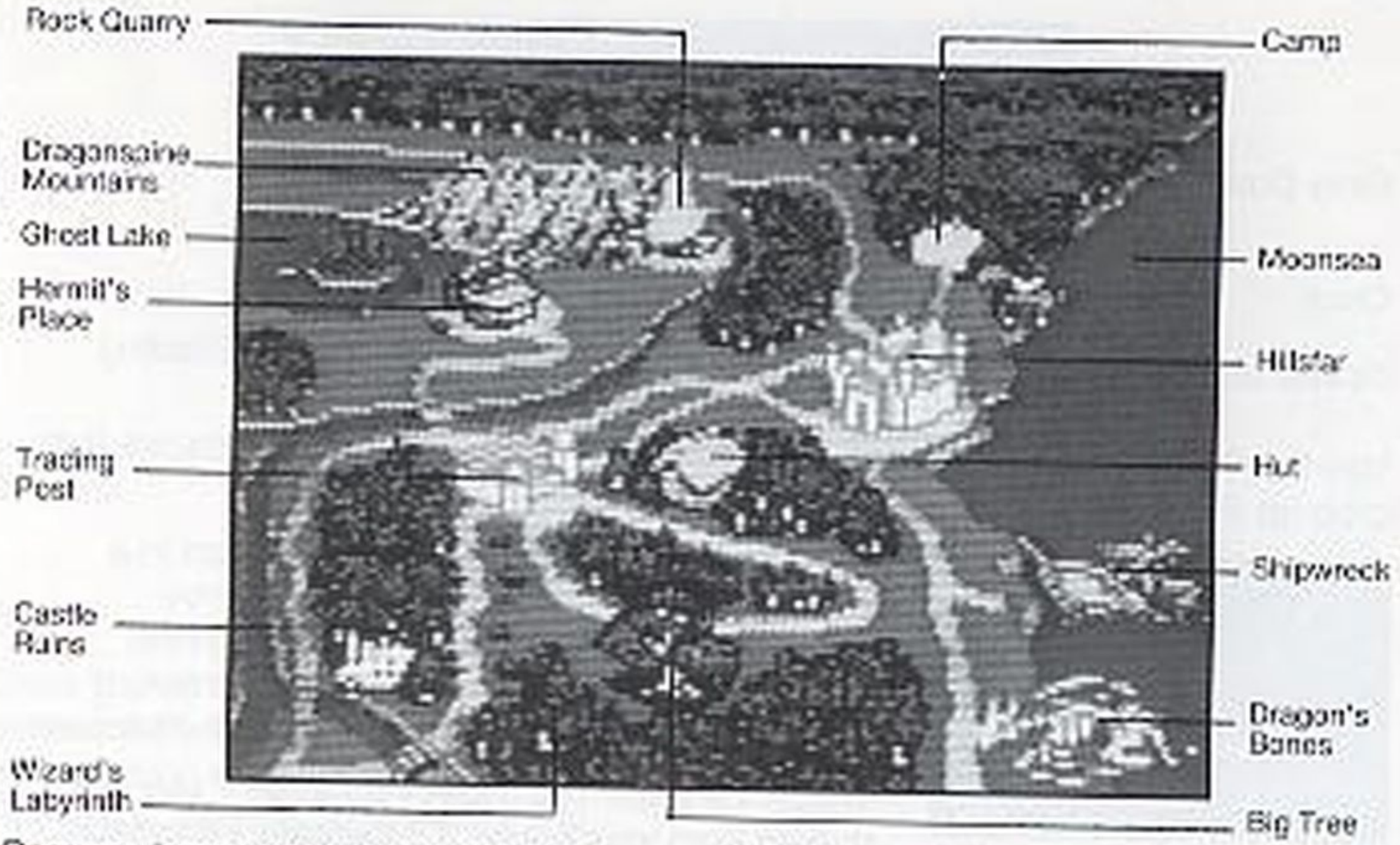
Character Attributes (continued)

Level	This is the measure of a character's current level or degree of accomplishment in his class.
Age	This indicates the character's age.
HP (Hit Points)	This is a comprehensive measure of a character's vitality. Characters lose Hit Points every time they take hits in a battle. When a character reaches 0 Hit Points, he either loses consciousness or expires.
GP (Gold Pieces)	This shows how much money a character possesses.

The Camp Menu

Go to Hillsfar	Select to start the game with a saved character.
Delete Characters	Select to remove unwanted characters.
Save Characters	Select to save your character's current status. This option is also available in the main menu.

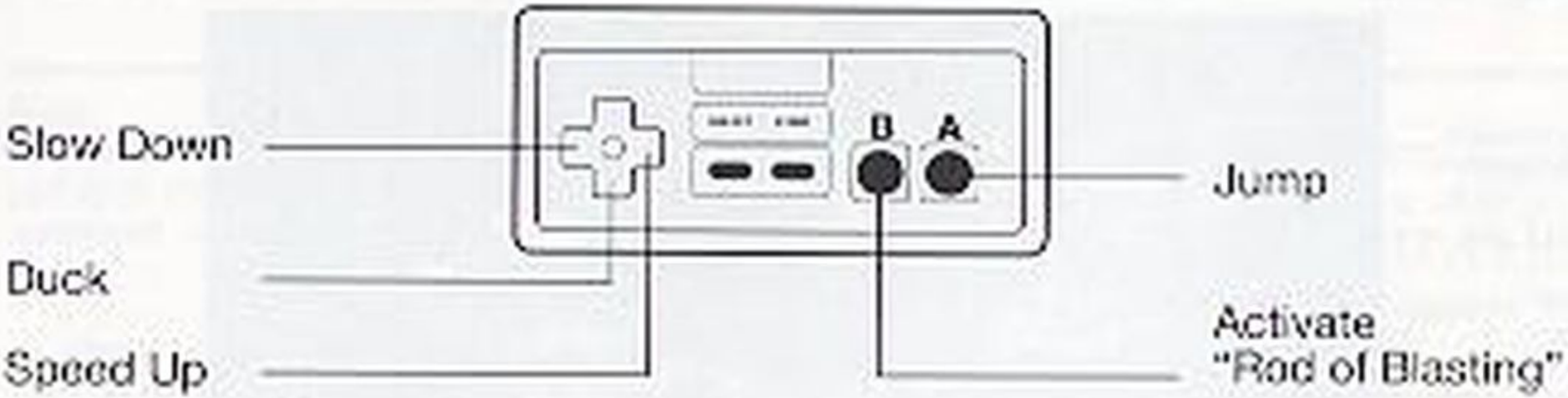
The Outskirts of Hillsfar



Once you leave camp, a map of the outskirts of Hillsfar will appear on the screen. As you ride to the city, asterisks show the different routes which you can choose.

Highlight your choice by pressing Button A. Ride the path you selected by pressing the ✚ key. From certain points, like the camp, your selection may be limited to only one path.

Controlling Your Horse

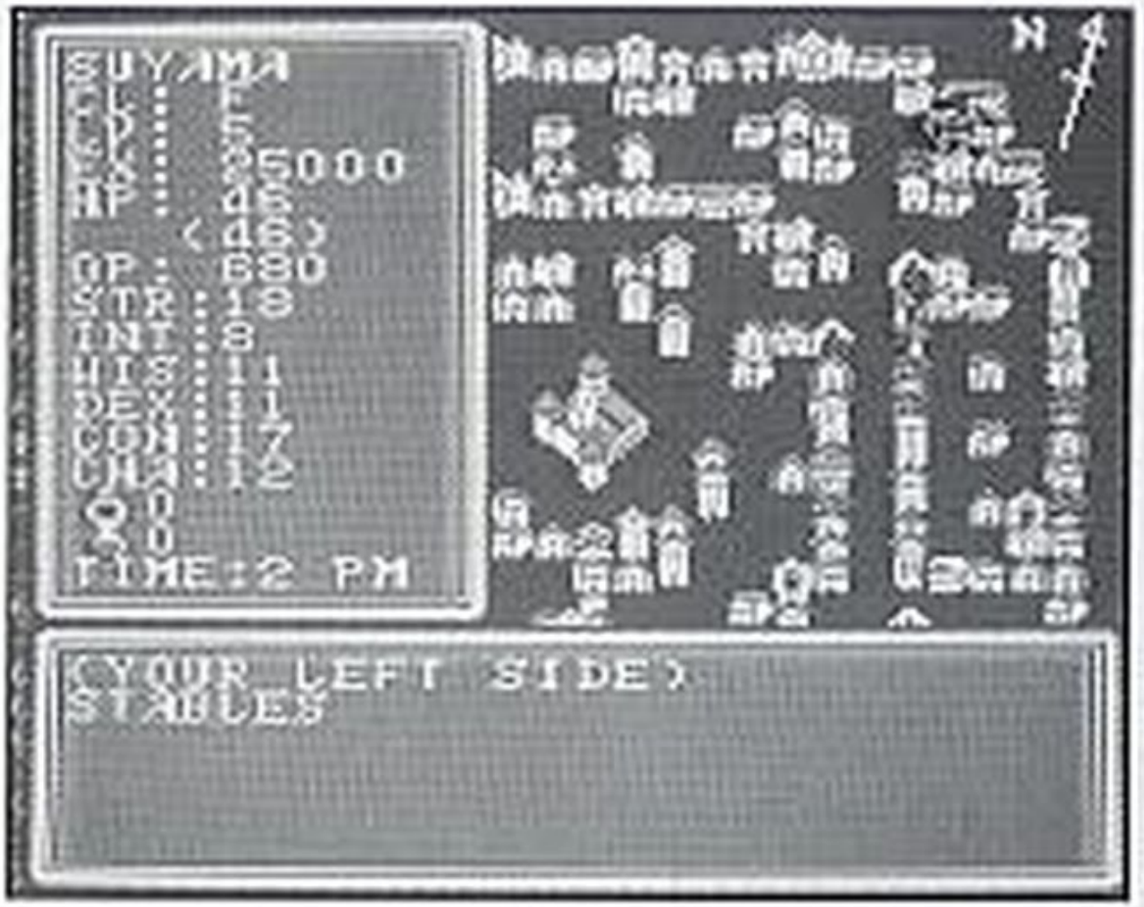


Use the ✚ key to control your horse. You'll need to jump to avoid obstacles that crop up along the way and duck to avoid flying arrows and birds.

If you find a "Rod of Blasting" — perhaps in a treasure chest — you can use it to destroy obstacles on the riding path. To use it, press Button B. All Rods have a specified number of charges. When they are used up, they'll disappear.

Watch the path! You'll lose Hit Points if you're thrown from your horse. If it happens repeatedly, your horse may lose heart and run away.

Adventuring in Hillsfar

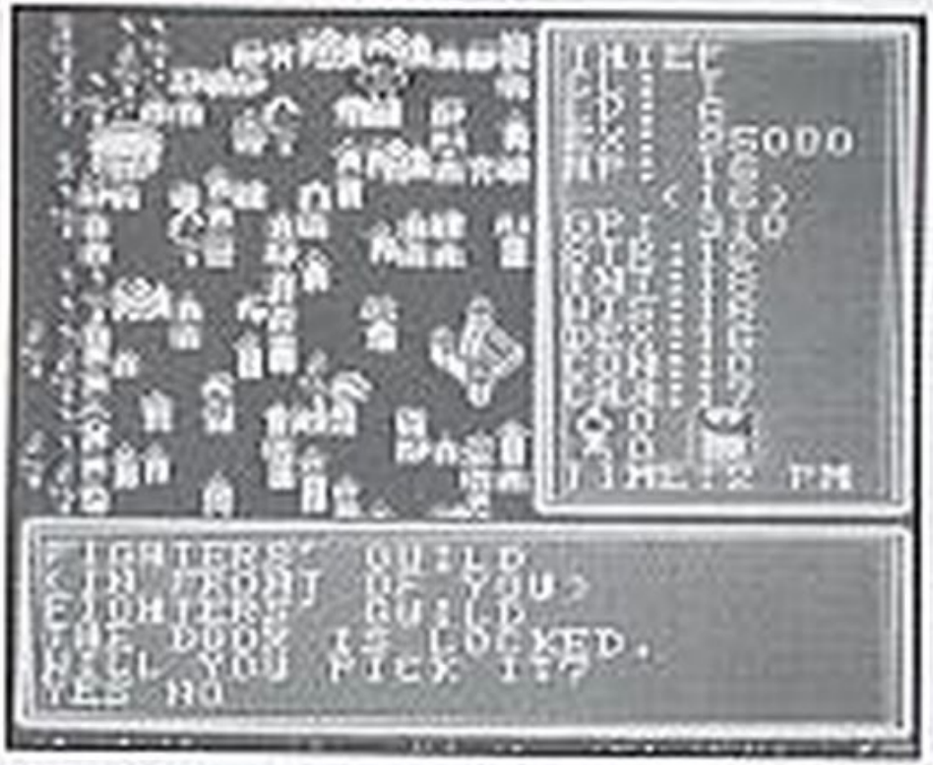


Once you've reached Hillsfar successfully, a map of the city appears on the screen. A flashing arrow in the upper right-hand corner of the city will indicate your starting position and direction. Immediately to your right are the stables where you must go to leave the city.

Moving Within the City

Use the ✚ key to control your character within the city. When you encounter a building, comments, hints, and clues may appear in the message window. If you wish to try entering a building, step up to it and use Button A to select a command. Doors are often locked, but you can try picking the lock. (Refer to Lock Picking on page 16.)

The City of Hillsfar



The city is home to a castle, arena, many buildings, pubs and guilds for each character class. Take time and become familiar with it. Notice that the message window and status screen shift according to where your character is located in Hillsfar. People in the city will often speak to your character. When this happens, the screen changes to show the scene of interaction.

Using the Main Commands

"Check current quest"
You'll be given different quests many times during the course of the game. Use this command to review your latest quest.

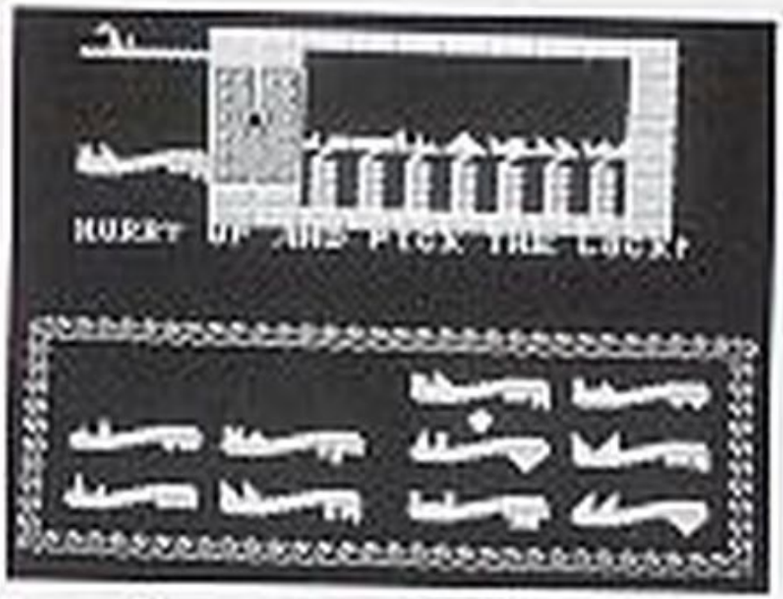
"BGM, on & off"
Use this command to turn game sound either on or off.

"Healing potion"
Select this command to restore Hit Points by taking a healing potion.

"Save data"
Save your adventure at its current stage with this command. When you stop the game, and save your data, then you may turn off the power switch while pressing the reset button. Note: you must hold the reset button while turning power off or the saved game may be lost.

Load the Character to Continue

When you restart the game, select Load Character from the camp menu. Then select your character's name from the adventurers' list.



Lock Picking

The doors — and especially treasure boxes — you encounter will often be locked. There are five different ways to get around these barriers.

1. Use a set of picks

If you are a thief, or have hired a NPC (Non-Playing Character) thief, you can use a set of picks. Locks must be picked one tumbler at a time, from left to right. To pick the lock, use the ✚ key to select the pick which matches the tumbler. Use Button B to flip the pick over if necessary. Hit Button A to try the pick in the tumbler.

2. Use physical strength to force it

Attempt to use brute force to open the lock. Chances are slim that you'll succeed, unless your character is very strong.

3. Pick the lock with a small object
Use this option to attempt to pick a lock with a small stick or straight piece of metal. This is also a chancy proposition.

4. Use a Knock Ring
If you have a knock ring, you may use it to attempt to open a lock. Knock rings will open only one lock per ring before they disappear.

5. Use the Chime of Opening
This magical item can be used to open any lock, but it's hard to find. You'll only have a short amount of time to open locks. But be careful! Tampering with locks can often set off nasty traps.

Buildings and Mazes

The City of Hillsfar is a warren of buildings and mazes that you'll want to investigate thoroughly. Your efforts may be rewarded by helpful items, valuables, information, and gold. Remember: you have only a limited time to explore these places. The Red Plume Guardians always stand watch and will quickly close in on you if they find you inside. If you hear a guard at the door, quickly find the exit which appears as a stairway going down. Sometimes, you may find an item that renders the guards unconscious. Use it effectively to collect as much booty as possible. If the Red Plumes capture you, you will lose all the items you've collected and be thrown in the street — or even sentenced to "Fight to The End" in the arena.

Fighting in the Arena

In the course of your travels in Hillsfar, sooner or later you'll end up at the arena. In the arena, you may fight for wealth, fame, honor, or perhaps to pay for a crime you've committed. Arena contests are fought blow by blow until one of the combatants is knocked senseless. Stronger players have a distinct advantage in battle.

Time in Hillsfar

Time in Hillsfar flows as it does in the real world. Note: some buildings are only open for limited hours. The current time shows in the status screen. If you need to waste time, rest up in your guild and recover Hit Points.

Earn Fame and Gold at Tanna's Target Range

For a small price of admission, you can compete against other marksmen for fame and gold at Tanna's Target Range. Slings, daggers, darts, and bow and arrows are offered for rental. Which ones you can use may depend on your class.

The targets before you will drift with the wind. Check the windmill to adjust your shot accordingly. Aim and shoot with ✚ key and Button A. Practice a little to help you decide which weapon is best for you.

Shop and Building Hours

	Building	Hours
1	Arena	8am - 11pm
2	Archery	8am - 3pm
3	Bank	8am - 3pm
4	Book Store	8am - 3pm
5	Castle	Never open
6	Cemetery	12am - 7am
7	Shrine of Tempus (Cleric's Guild)*	Always open
8	Stables	Always open
9	Fighter's Guild*	Always open

	Building	Hours
10	Haunted Mansion	Never open
11	Healer Shops	8am - 3pm
12	Jail	Never open
13	Mages' Guild*	Always open
14	Mages' Shops	8am - 3pm
15	Mages' Tower	8am - 3pm
16	Pubs	4pm - 7am
17	Sewers	Always open
18	Rogues' Guild*	Always open

*The guilds are always open to their own class, and always closed to all other classes. Guilds are likely spots to find quests and messages.

Special Items!

Set of Picks	For thieves only. Each set includes 10 picks. Sometimes the pick you need won't be in the set.
Knock Ring	This magical ring opens any door or box, but works one time only. Beware of counterfeits.
Healing Potion	This drink recovers your Hit Points. It's especially useful before fighting in the arena.
Chime of Opening	This magical items opens any locked door or chest. It can be used many times, but is difficult to find.
Rod of Blasting	This staff destroys any obstacles on the path. All rods have a limited number of charges and will disappear when used up.

Notes:

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

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To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

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Attention: Returns Department
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Not Just Kid Stuff

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